

A wealth of resources to enrich your teaching in primary/intermediate education.

For exhibition information and full programme details visit mtghawkesbay.com/education

Bookings

We can tailor a programme to your needs, so please contact us:
p (06) 833 9788
e education@mtghawkesbay.com
w mtghawkesbay.com

Prices

| | |
|---------------------------------------|--------|
| Primary (Years 1 – 8) | \$2.50 |
| Accompanying teachers/adults | Free |
| Self-guided tours (booking essential) | Free |

Educators

All MTG Hawke's Bay education programmes are delivered by experienced, qualified museum educators.

Discounted Travel

Nimon & Sons bus company offers discounted travel for all school groups visiting MTG Hawke's Bay. Phone Nimon's on (06) 877 8133 and quote 'MTG special' on booking.

MTG Hawke's Bay

1 Tennyson Street, Napier
(on the corner of Marine Parade and Tennyson Street)
Open to the public Mon-Sun 9.30am to 5pm
Free entry to exhibitions.

MTG Hawke's Bay Education is supported by

NAPIER
PORT

Our Learning Experiences Outside The Classroom (LEOTC) service is supported by The Ministry of Education.



Napier Cemetery Walk and Talk

Take a journey of discovery through Hawke's Bay's past with a guided walk through this historic cemetery. You will hear gripping stories of the eventful lives and deaths of local people, touching on missionary work, the New Zealand wars, maritime disasters, the coming of the railways, 19th century burial practices and headstone symbols. This programme is ideal for all schools exploring local history. We also recommend it for schools visiting Napier on school camp.

Years: 1 – 8
Dates: Ongoing (weather dependant)
Duration: 1½ hours
Venue: Napier Hill Cemetery
Learning Areas: Social Sciences, Local History, Technology



Māui and Te Ao Māori

When Māui, the legendary demi-god and mischief-maker fished up the North Island from under the sea, his enchanted hook became our coastline – from Cape Kidnappers to Mahia Peninsula. Drawing on the Māui stories and taonga of Ngāti Kahungunu, we seek to understand the beliefs and everyday lives of Māori before the arrival of Europeans.

Years: 4 – 8
Dates: Ongoing
Duration: 1½ hours
Venue: MTG Hawke's Bay



Out and About on Marine Parade (Self-guided)

Explore, in small groups, the extraordinary changes to Marine Parade over 150 years. Learn amazing facts such as where the old cannon came from and why. Using an MTG Hawke's Bay resource, students sleuth out stories of Napier's past.

This self-guided experience is free, but bookings are essential.

Years: 4 – 8
Dates: Ongoing (weather dependant)
Duration: 1 - 2 hours
Venue: Start at MTG Hawke's Bay, then Marine Parade.
Learning Areas: Social Sciences, Local History



Patterns in Māori Art

Learn about traditional Māori motifs and patterns in whakairo/ carving, tukutuku/weaving and kowhaiwhai/painting. Learn why different patterns tell stories for different iwi. See exciting examples of this and other taonga in the MTG's Māori gallery and in the new exhibition *Turuturu: Fingers, Feathers & Fibre*. Students will then create their own kowhaiwhai design to take away.

Years: 1 – 8
Dates: Ongoing
Duration: 1½ hours
Venue: MTG Hawke's Bay
Learning Areas: Art, Social Sciences



Hawke's Bay
Tai Ahuriri

School Education Services – Whāngai te ākonga Term 4 2019

Primary/
Intermediate
School
Students



Quake '31.
We have three programmes
available for different age groups.
All include a visit to our
1931 Earthquake exhibition.

Quake '31:
The day that rocked Thomas' world
Years: 1 – 4 **Duration: 1½ hours**

Thomas's birthday started well until the solid ground beneath his school began to shake. It was the day of the 1931 Hawke's Bay earthquake and the region would never be the same again. Thomas's story is told using an enchanting Kamishibai story theatre box. A visit to the earthquake exhibition follows the story session, where students will see real items from the earthquake, some featured in the story.



Quake '31:
Resilience / Citizenship / Our Place
Years: 4 – 8 **Duration: 1½ hours**

Let us know your preferred focus, or book our standard programme. After a short participatory drama, students will hear stories of the heroism and determination of ordinary people caught up in a catastrophic situation. A visit to the Earthquake exhibition and an interactive game highlights the need for preparedness and resourcefulness in difficult times.

Quake '31:
Breaking News!
Years: 5 – 8 **Duration: 2 hours**

Travel back in time to arrive in Hawke's Bay moments before the 1931 earthquake. Team up to report live from the scene as the disaster unfolds. Using green screen technology and drawing on images and stories in the museum's Earthquake exhibition and archives, students research details of what happened on the day and collaborate creatively to record eye witness accounts that can be edited into a full TV news report.



Mystery of History

NEW: Book now!

Find out what is weird and wonderful from the museum's collection: get up close and personal with legendary creatures such as unicorns, dragons, taniwha, and mermaids – was there a merman? Look at fossilized teeth, crocodile handbags, items from Ancient Egypt and optical illusions and magic. See devices invented to do unusual jobs and discover some of the mysteries of history. The session explores the new Mystery of History exhibition and then finishes with an activity.

Years: 1 – 8
Dates: Until September 2020
Duration: 1½ hours
Venue: MTG Hawke's Bay
Learning Areas: Social Sciences, History, Technology

Art / Toi

We have many resources at MTG Hawke's Bay used for a myriad of art studies. Our art exhibitions change throughout the year and we have access to resources held in the collection storage areas which may be useful. If there is anything specific you want to see that is not currently on show, or you wish us to tailor a programme to fit your focus, please get in touch to discuss further. Details of current exhibitions can be seen on our website or contact us to find out more.



Toys and Games of Days Gone By

Play games of former times when there was not a digital screen to be seen! What has lasted and what has gone? What is different, what is the same? What skills were taught? See toys and games from long ago from our collection and finish by making a simple game or toy to take home.

Years: 1 – 6
Dates: Ongoing
Duration: 1½ hours
Venue: MTG Hawke's Bay
Learning Areas: Social Sciences



House of Webb: A Victorian family's voyage to Ormondville

Meet the Webb family, who journeyed from Stockingford Vicarage, England in 1884 to Ormondville, New Zealand. Hear stories of their life in England, leaving home, life on board ship, arrival in Napier and the beginning of their life in a new country. Dress up in the clothes the children may have worn, role play some of the everyday chores the children would have done like butter churning, ironing, and washing. Find out what life was like without electricity and visit the Webb exhibition.

Years: 1 – 6
Dates: Until November 2019
Duration: 1½ hours
Venue: MTG Hawke's Bay
Learning Areas: Social Sciences, Local History, Technology



Ko te Ao o Pānia: Pānia's World

The story of Pānia is a local legend and a starting point to learn about our place, pre 1820, in traditional Māori society. After hearing the Pānia story we will see some of the things mentioned in it and other taonga in the MTG's Māori gallery. The session finishes with a craft activity.

Years: 1 – 4
Dates: Ongoing
Duration: 1½ hours
Venue: MTG Hawke's Bay
Learning Areas: Social Sciences, History, Our Place



Napier Port: Pilots and Wharfies

Beard up and become olden day port workers in role plays that reveal the past, purpose, and perils of Napier's old port at West Quay. Learn about the modern port – what machinery is used, what jobs have survived, what we import and export and what benefits our port brings to our region.

Years: 4 – 8
Dates: Ongoing
Duration: 1½ hours
Venue: MTG Hawke's Bay
Learning Areas: Social Sciences, Local History